Special Criminal Investigation

CHASE H.Q. II
Special Criminal Investigation

TAITO

ocean

SCENARIO
ENGLISH

Truth and Justice are the by-words of the Bureau of Special Criminal Investigations. Now you are to embark on the most important case of your life. The Mayor's daughter has been kidnapped by a band of vicious lawbreakers. She is being held within a warehouse somewhere on the south side. You will have to complete six missions before you can save her. Each successful mission will provide a new clue that will, eventually, lead you the girl's location. However, it's a race against time because her only company is a time bomb!

LOADING

IMPORTANT: ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.

Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine.

Switch the power on - the game will load automatically.

CONTROLS

You can play this one-player game using the keyboard and joystick on the C64 or the console (two button) joystick on the console.

Select the required control method from the title page by shifting the pulsating box onto the option and pressing the fire button. To change the control method reset the machine or switch off, wait 10 seconds, and switch on again.

CONSOLE JOYSTICK

LEFT/RIGHT	–	STEERING
FORWARD	–	ACCELERATE
BACK	–	BRAKE
TOP FIRE BUTTON	–	FIRE CURRENT WEAPON
BASE FIRE BUTTON	–	TURBO BOOST
ANY FIRE BUTTON	–	SKIP GRAPHIC SEQUENCE

STANDARD JOYSTICK

LEFT/RIGHT	–	STEERING
FORWARD	–	ACCELERATE
BACK	–	BRAKE
FIRE BUTTON	–	FIRE CURRENT WEAPON
SPACE BAR	–	TURBO BOOST
FIRE BUTTON	–	SKIP GRAPHIC SEQUENCE

KEYBOARD

<,>	–	STEERING
A	–	ACCELERATE
Z	–	BRAKE
SPACE BAR	–	FIRE CURRENT WEAPON
RETURN	–	TURBO BOOST
ANY KEY	–	SKIP GRAPHIC SEQUENCE

GAMEPLAY

Karen, from Chase Headquarters, will send a description of the criminal's vehicle to your on-board computer. You have a limited time period to catch up with the offender. A further time bonus will then be given to either shoot or ram the car off the road.

Ramming into other vehicles slows you down, making capture more difficult.

A limited supply of Nitro Boosts gives you a short period of extra acceleration. But use these wisely! When you have inflicted the necessary amount of damage the criminal's car will pull over to the side of the road where he can be arrested.

Six, progressively difficult, missions will take you through a variety of towns and landscapes. During the game you will be offered improved weaponry with limited ammunition from a helicopter flying overhead

Watch out for innocent drivers who may delay your progress via their appalling driving skills.

Above all - remember that time is ticking away, crimes are being committed and the bad guys are getting away!

STATUS AND SCORING

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to inflict as much damage to the criminal as possible by either shooting or ramming it off the road.

Points are scored as follows:

	PASSING	SHOOTING	RAMMING
PORSCHE	500 PTS	50 PTS	50 PTS
BLUE VAN	400 PTS	50 PTS	50 PTS
BLUE CAR	300 PTS	50 PTS	50 PTS
LIMOUSINE	200 PTS	50 PTS	.50 PTS
MOTORBIKE	100 PTS	50 PTS	50 PTS
CONVOY CARS		10 PTS	1000 PTS
CRIMINAL CARS		100 PTS	10000 PTS

Any time left on the clock on each level will be awarded x 10000. After you have caught up with a car a damage indicator will appear on screen. This will show how much damage you have caused to the target vehicle. When this indicator is full your car will automatically overtake the criminals and stop them.

HINTS & TIPS

* Only use your turbo when ramming the target vehicle.
* Slow down on tight bends or when driving near water.
* Take your time when ramming to increase your score.
* You will score less when using the "Continue Play" option.

S.C.I.

CREDITS

ChildLine
0800 1111

Childline is the free national helpline for children and young people in trouble or danger. It provides a confidential counselling service for any child with any problem, 24 hours a day, every day of the year. Childline listens, comforts and protects.